```
IdentityTransform
 + Transform()
 + TransformNormal()
 + InvTransform()
 + BoxInFrustum()
 + TransformS()
 + TransformT()
 SphericalTransform
# scalex
# scalez
# r
+ SphericalTransform()
+ SetXZ()
+ SetR()
+ GetR()
+ GetX()
+ GetZ()
+ Transform()
+ TransformNormal()
+ InvTransform()
+ BoxInFrustum()
```